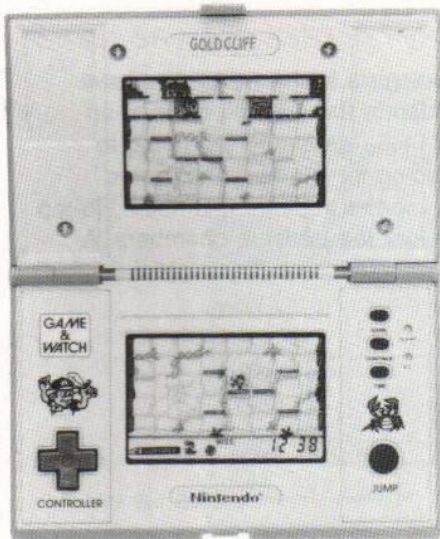




GAME & WATCH™ MULTI SCREEN

GOLD CLIFF™

(MV-64)★

INSTRUCTION

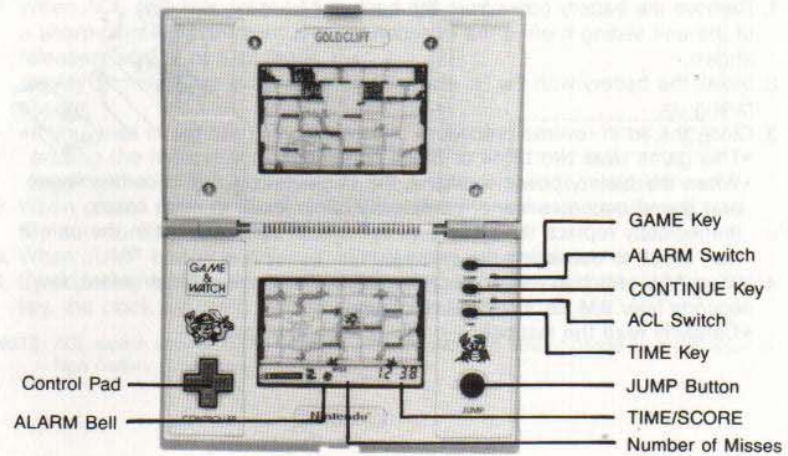
Nintendo®

© 1988 Nintendo

GAME STORY

You are one of the greatest archaeologists in the world. You have heard that fabulous treasure is hidden in the unspoilt ruins of an ancient civilization. You are now at these ruins and are trying to climb its walls. However, the scaffolding for climbing the wall is unsteady and stops you from reaching the treasure chambers. To top it all, enemies lie in wait for you before the treasure chambers. A mighty challenge awaits you. Can you overcome it and get the treasure?

NAME OF EACH PART



INSERTING THE BATTERY (REPLACEMENT OF BATTERY)

1. Remove the battery cover from the back of the unit sliding it off in the direction shown.

2. Install the battery with the + side facing up.

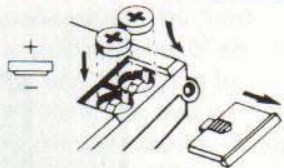
3. Close the lid in reverse procedure of 1.

- This game uses two LR44 or SR44 batteries.

- When the battery power weakens, the character display becomes vague and sound becomes low or completely diminished. In such cases, immediately replace the battery. (if exhausted battery is left in the unit, it may result to damaging the game.)

4. When ACL switch is pressed lightly with a sharp-pointed instrument, few seconds later AM 12:00 will be displayed.

- Carefully read the instruction on the battery package.



TIME SET

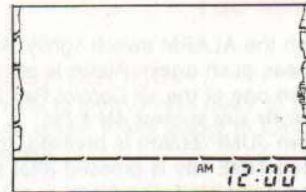
1. When ACL switch is pressed with a sharp-pointed instrument and released, after 2 or 3 seconds, the display shown in the diagram will appear.

- If you wish to set the time without erasing the highest score or alarm, keeping the TIME key depressed, press and release the ALARM switch.

2. When one of the  Control Pad is pressed, the hours can be adjusted. (Be sure to check AM and PM)

3. When JUMP button is pressed, minutes can be adjusted.

4. By adjusting in accordance with above method and then pressing the TIME key, the clock will start. Pattern display moves every second.



NOTE: ACL switch should not be depressed for an extended time of period as it will result in high battery consumption.

ALARM SET

1. Push the ALARM switch lightly. Alarm Bell should appear. If Bell does not appear, push again. Alarm is set when Bell is on the screen.
2. When one of the  Control Pad is pushed, hours can be adjusted.

Note: Be sure to check AM & PM.

3. When JUMP button is pressed, minutes can be adjusted.
4. When TIME key is pressed after above steps have been completed, the Alarm is set and ready.
5. At the Alarm time, the Crab appears and sounds the Alarm. Alarm sound continues on for about 20 seconds. To turn off alarm, push the TIME key.

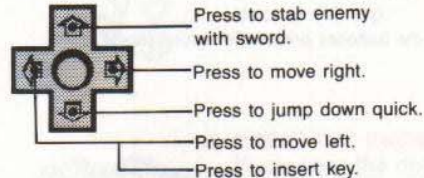


Note: When in the middle of a game at alarm time, the Crab will only swing the bell but there will be no sounds.

6. To check Alarm time, press TIME key. Alarm time appears only while the TIME key is depressed.

CONTROL BUTTONS

CONTROL PAD:



JUMP BUTTON:

Press to jump. Press quick to jump one stage. Press longer to jump two stages.

CONTINUE MODE:

You can continue the previous game if you press the CONTINUE key.

- With the key held down, the top score and the words "CONTINUE" will be displayed at the bottom left corner of the screen.
- When you release the key, you can start the previous game.
- However, the score and number of mistakes in the game will be cleared and you start from 0.



STARTING OF GAME

Press the GAME or CONTINUE key. While the key is depressed, the TOP score is displayed. When the key is released, the game starts. (To play with the sound off, hold the left side and bottom side of the Control pad down while pressing the GAME key to start.)

NOTE: Pressing the ACL switch or removing the batteries erases the record scores from memory.

HOW TO OPERATE

1. "CLIMB UP THE WALL"

Climb the wall of the ancient ruins by jumping up the floor that disappears as soon as it appears.



2. "GRAB THE KEY"

You'll find a key while you're climbing. Skillfully grab and hold of it. You'll need it to open the door at the top.



3. "BEAT THE ENEMY AND GET TREASURE"

If you open the door several times and proceed to the treasure chamber ahead of you, you'll find enemies guarding the treasure. Beat the enemy by taking your sword and stabbing them with it. This way, you'll be able to get hold of the treasure. Now go out on your next expedition to find the next item of treasure.



4. "BE WARE OF THE CRAB!"

After a certain amount of time, a crab will appear at the bottom of the screen and move left and right. Watch out!!

POINTS

- As soon as you start playing, the timer will count down from 50 to 0. When you've cleared that screen, the remaining count number will be added on to your score.
- You get an extra bonus point of 100 by beating the enemy and getting hold of the treasure. The highest score on the display is 9999.

MISSES

- You lose a life when you bump into the crab at the bottom. Three lives lost and the game is over.

- You don't lose a life even if the timer is at 0.

NOTE: If you leave the GAME & WATCH for about four minutes after the end of the game, the time is automatically displayed.



PLAYING TIPS

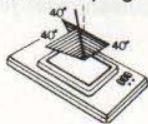
The floor appears in a set pattern. If you look carefully, you can guess where the next floor will appear.

You can move left and right by pressing the Control pad in quick succession rather than keeping it pressed down.

If you press the left or right of the Control pad while you're falling or jumping, you can move left or right.

CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. The liquid crystal may be difficult to look at depending upon the angle.
The best angle at which to look is as illustrated in the figure.



BATTERY AND LIQUID CRYSTAL

1. When battery is removed from GAME & WATCH, be sure to keep it out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be swallowed, call doctor immediately.
4. Do not recharge battery or place it on metal or aluminum sheet. Be careful not to carry two or more batteries in the pocket.
5. Do not use battery as toy. Use only as intended in GAME & WATCH.

•Liquid crystal

1. The liquid crystal display uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
2. The liquid crystal display is designed as best as possible to prevent glass from shattering and liquid leaking if the display is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

Accuracy of the clock: Average daily differential within ± 3 secs.
(under normal temperature)

Battery : Two Button type batteries
(LR44 or SR44)

Life of the battery : For clock display
Approx. 6 months on LR44
Approx. 12 months on SR44
For one-hour-game a day
Approx. 5 months on LR44

Working temperature : 10°C to 40 °C (50°F to 104°F)

OF INSTRUCTIONS

Activity of the stock market and the price of the stock market
under the influence of the market

Activity of the stock market and the price of the stock market
under the influence of the market

Activity of the stock market and the price of the stock market
under the influence of the market

Activity of the stock market and the price of the stock market
under the influence of the market

PRINTED IN JAPAN

Nintendo Co., Ltd.